COMMAND SUMMARY CARD
JOHN MADDEN FOOTBALL™

Copying the Game

We recommend you play with copies of your game. This way, if you ever destroy your copies, you can make new copies from the original disks to play with. The game comes on one two-sided disk:

- Side 1 — John Madden Football: Program Disk Side 1
- Side 2 — John Madden Football: Program Disk Side 2

1. Boot your system with Apple DOS 3.3 or ProDOS.
2. Using the disk copying utility of your choice, make a copy of Side 1 and label it Program Disk Side 1.
3. Make a copy of Side 2 and label it Program Disk Side 2.
4. Now you have two copies to play from. Put your original away in a safe place.

NOTE: This program was not designed to be copied onto a 3.5 inch disk or onto a hard disk.

Loading the Game

1. Plug your joystick into the computer.
2. **Make sure your <caps lock> key is locked down.** This must remain locked down or you'll be unable to use certain keyboard commands during the game.
3. Insert the *copy* of Program Disk Side 1 in drive 1.
4. If you're using two disk drives, insert *any* formatted disk in drive 2 — it doesn't matter what the disk is. This must be done so the program can recognize both drives.
5. Turn on the computer. The game will load and go to the Main menu bar.

Selecting from Menu Bars

To select an option from a menu bar, highlight the option with the hand cursor, press the joystick button and pull back (this is known as "pulling down a menu"). When you pull down a menu, you'll see a list of additional options. Highlight the one you want and release the button to select it.

Two Disk Drive Users

If you want to use two disk drives, make sure you boot the computer with a disk inserted in both drives. After the game loads, pull down , select SYSTEM SETUP and then click on the circle next to 2 DRIVES. Click on OK to return to the Main menu bar.

Joystick and Keyboard Use

In a 2 player game, you can only control the team on offense with the joystick and the team on defense with the keyboard. If you're playing against the computer, you can use the joystick on offense (but not the keyboard) and the joystick *or* keyboard on defense.

☞ Whenever you're told to double click, *very quickly* click the button twice. If you don't double click fast enough, the computer will treat it as a single click.

Key Command Summary

space bar	Lets you advance a play frame by frame. Press any other key to resume.
<Esc>	Pauses action during game. You can only pause at the Huddle screen, not during a play. To resume the game, pull down GAME and select RESUME.
<Ctrl>-S	Toggle sound on/off. Use this while a play is in progress.
T	Call time out at Huddle screen. Press <Esc> to continue.

Pre-snap audibles:

B Blitz. Tells a player to blitz (rush the passer). Enter the player's number and press B. You can have up to five players blitz.

C Cheat. Tells the strong safety to cheat up to defend against the run.

H Hero. Lets you gain control of a single player's movements after the ball is snapped. Enter a player's number and then press H. The player moves under computer control until you take control of him with your joystick or keyboard. If you don't take control of him, he'll continue to run under computer control.

M Man-to-Man. This lets you assign man-to-man coverage. Input your defensive player's number, press M, input the offensive player's number (the one you want your man to cover), and press <Return>. You can assign man-to-man for up to three players.

N No audible. This makes a fake audible sound; use it to fool your human opponent into thinking you called an audible.

<Del> or **<Ctrl>-D** Cancel all audibles.

Post-snap audibles:

P Sell out to the pass. Tells all your players to react to a pass play.
R Sell out to the run. Tells all your players to react to a run play.
← Moves the LBs and DBs to the left.
→ Moves the LBs and DBs to the right.
↑ or ; Moves the LBs and DBs to the up field.
↓ or / Moves the LBs and DBs to the down field.

About Disk Swapping

There's a lot of information on the disks and even if you're using two disks drives, you're still going to have to do some disk swapping. Keep these things in mind:

- A *source* disk is the disk that you want the information to come from.
- A *destination* disk is the disk that you want the information to go to.
- The *Program* disk (side 1 and 2) is the disk that came with John Madden Football. (We told you how to copy these above.)
- A *Game* disk is a special disk you'll have to create to store a Standard Game on. We explain how to create one in the manual.
- A *Data* disk is a special disk that contains team and playbook information. We explain how to create one in the manual.

TECHNICAL SUPPORT

If you have questions about the game, our Technical Support Department can help. If your question isn't urgent, please write to us at: Electronic Arts, Technical Support, P.O. Box 7578, San Mateo, CA 94403-7578

Please be sure to include the following information in your letter:

- Product name
- Type of computer you own
- Any additional system information (like type and make of monitor, video card, printer, etc.)
- Type of operating system or DOS version number
- Description of the problem you're having

If you need to talk to someone immediately, call us at (415) 572-ARTS Monday though Friday between 8:30 am and 4:30 pm, Pacific Time. Please have the above information ready when you call. This will help us answer your question in the shortest possible time.

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